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# KANGAROO

**ENTERTAINMENT**

Help Mom save Baby Kangaroo from fruit throwing monkeys (ages 5 and up)

Requires: One ATARI Joystick Controller

Diskette version (1): (APX–20236)

ATARI 810 or 1050 Disk Drive
32K RAM

Edition A

CONSUMER-WRITTEN PROGRAMS FOR

ATARI® HOME COMPUTERS

APX
ATARI Program Exchange

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# KANGAROO

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# Introduction

## OVERVIEW

This is the Atari Home Computer version of Kangaroo, the popular arcade game. You use the Joystick Controller to guide Mom kangaroo along tree branches, over some big jumps, and up ladders to get to Baby kangaroo. Along the way she gains points by gathering fruit and punching out the mean monkeys. The monkeys will try to stop her by throwing fruit at her and knocking her off ladders. For each game Mom must make her way through four separate playing screens.

With your help Mom can climb unharmed to her baby. You also score points by helping Mom gather fruit from trees along the way, and by punching monkeys before they can pelt Mom with fruit. You can compete against your own highest score or against another player.

## REQUIRED ACCESSORIES

32K RAM
ATARI 810 or ATARI 1050 Disk Drive
One ATARI Joystick Controller per player

*KANGAROO is a trademark of ATARI, Inc.

# Getting started

## LOADING KANGAROO INTO COMPUTER MEMORY

1. Plug your Joystick Controller in the first joystick port of your computer.

2. Have your computer turned OFF.

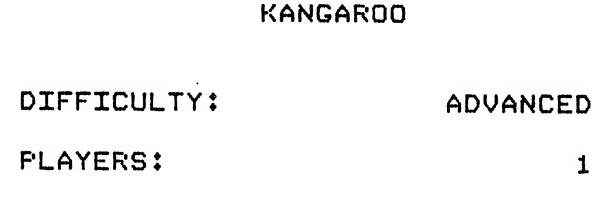
3. Turn on your disk drive.

4. When the BUSY light on your disk drive goes out, open the disk drive door and insert the KANGAROO diskette with the label in the lower right-hand corner nearest you. (Use disk drive one if you have more than one disk drive.)

5. Turn on your computer and TV set. The program will load into computer memory and start automatically.

## THE FIRST DISPLAY SCREEN

The game title, KANGAROO, along with a copyright notice and the game options appear briefly.



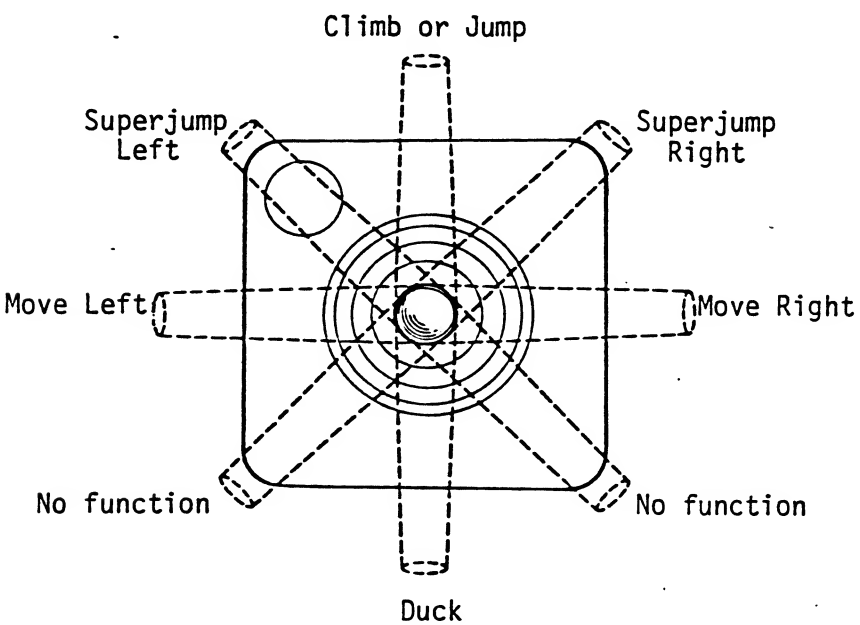

The first display screen is followed by an automatic display sequence that cycles through the four playing screens. To begin playing, select your options (see Game Options below) and then press the START key.

# Playing KANGAROO

The object of Kangaroo is to score as many points as possible while helping Mom kangaroo make her way up through the playing screen to Baby kangaroo. Baby's trapped in a cage high above the ground.

You guide Mom with the joystick while avoiding many obstacles. Hold the joystick with the red button positioned at your upper left. Pull the joystick toward you to make Mom duck the flying fruit. Push the joystick toward the screen to make Mom jump over rolling fruit, pick fruit, or ring the bell to gain points. Push the stick toward the screen when Mom is located in front of a ladder, and she climbs. Move the joystick to the left and right to make her move left and right.

In some places Mom must make superjumps across gaps in logs. Position Mom with her toes hanging over the edge of a gap, and then move the joystick diagonally in the direction you want her to go. Careful! If Mom misses she'll fall off the log. Refer to the diagram below for joystick functions.



## GAME OPTIONS

After you load the program, it cycles through the playing screens until you choose your game options and you push the START key.

KANGAROO has two skill levels: NOVICE and ADVANCED. Each level has four playing screens. At the beginning of each screen, Mom gets three chances to get to Baby. At the Novice level, two monkeys move along the right side of the playing screen and try to hit Mom with fruit. At the ADVANCED level there are four monkeys who drop fruit on Mom as well as throwing it. You score points by punching monkeys and gathering tasty fruit along the way.

To return to the options screen, you must press the SYSTEM RESET key. Use the OPTION key to select game difficulty (NOVICE or ADVANCED) and the SELECT key to choose the number of players. After you've chosen your options, press the START key to begin the game.

At any time during the game you can halt play by pressing any key except the CTRL and BREAK keys and the special keys (SYSTEM RESET, OPTION, SELECT, START). To resume play, press any key except those mentioned above. To restart a game at any time in the middle of play, press the START key.

## SCORING

Each player's score is displayed at the top of the screen.

You win 200 points for punching a monkey, and 100 points for punching falling fruit.

At the beginning of each round, there are four strawberries and one bell along Mom's route. Mom can jump up and pick this fruit to score 100 points. When she jumps up and rings the bell, the fruit she picked is replaced by more valuable fruit. The fruit has the following score values:

| | |
|---|---|
| STRAWBERRIES | 100 points |
| APPLES | 200 points |
| GRAPES | 300 points |
| PINEAPPLES | 400 points |

KANGAROO is a timed game. The purple number at the top of Baby kangaroo's cage is the Bonus Timer. It starts at 2000 points at the beginning of each round and the points decrease as Mom negotiates the playing screen. The longer it takes Mom, the more points she loses. If the timer runs down to zero, Mom falls off the screen and starts over. Points remaining when Mom reaches Baby are added to your score.

## BONUS TURNS

You win one bonus turn at 10,000 points, 30,000 points, and every successive 30,000 points. For high scores, climb up and down each screen until all the fruit is picked.

SCREEN DESCRIPTIONS

Screen 1
To reach the cage where baby is trapped, Mom must hop along tree branches and up ladders. She can collect fruit along the way, but she must avoid getting hit by monkeys and tomatoes.

Screen 2
Mom must take several superjumps on in this maze. She works her way along logs, jumps across breaks, and climbs up several ladders.

Screen 3
Baby Kangaroo is held up in the air by a column of monkeys. Mom must punch all the monkeys out of the column or climb up ladders and jump onto a platform to reach Baby.

Screen 4
This is another maze of ladders and logs, but the monkeys can drop down from anywhere on the screen and hit Mom with tomatoes.

Have fun, but watch out for the monkeys!

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# Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

Kangaroo (236)

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Use (non-game programs)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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[seal here]